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## Intro

Welcome to Arkham Asylum! Arkham Asylum is where all the crazies of Gotham get sent to, along with a few of its supervillains. People like the Joker, Mr. Freeze, and Poison Ivy make this place their semi-permanent home. That is, whenever they're not out making trouble.

Within a few hours, Joker will arrive at the Asylum, escorted by an unknowing Batman, to collect the TITAN formula he forced one Dr. Penelope Young to create. He'll break most of Arkham's inmates out of their cells, conscript them into his gang, and begin an riot that'll leave hundreds or thousands dead in his search for the formula.

Have **1,000CP** to help you survive for the next four months.

## Origins

Roll 1d8+11 for age, or spend 50CP to decide. You can keep your gender from last Jump, or change it for free.

**Drop-In (Free):** You appear on a bench in the Visitor's Center of the Asylum, with no memories of having lived in this world.

**Bat Family (100CP):** You were with Batman when he took down the Joker, and have accompanied him to the Asylum.

**Supervillain (100CP):** One of the various people imprisoned on the island, whether because you have an mental illness, or because you're one of the prisoners transferred from Blackgate after it burnt down.

## Perks

### General

Comic-Book Looks (100CP): Strong jaws, herculean physiques, or beautiful curves. More than a few of the people around here are amazingly beautiful/handsome, and with the purchase of this, so are you.

Combo Insanity (400CP): As you continually attack enemies, you seem to hit harder as your “combo” climbs higher and higher. Soon caps out with punches capable of breaking bones and critical strikes that heavily damages foes. After every six hits, you’ll be able to knock ordinary foes out in one move. Note that this all goes away if your combo is interrupted somehow.

Rumor Mill (100CP): The prisoners around here sure seem to know a lot for people who’ve been locked up in maximum security, don’t they? They just stand around all day, talking about things like how Batman broke one of their arms once, or about how the Joker killed their cousin Joey, or how the Penguin once had them carry a crate-full of gold to a secret cache. Basically, listen around long enough, and you’ll probably hear something interesting.

### Drop-In

Second Chance (100CP, Free for Drop-in): For some reason, you seem to be able to survive a lot. From shootouts with the police to getting beat-downs from some caped superhero. Hell, you can give someone a free shot at knocking you into an abyss, and they won’t do it, though they will be sorely tempted. Events just seem to culminate without you being killed.

This isn’t infallible though. You can still be harmed, horrifically so, and sooner or later someone will land a lucky shot, or you’ll be knocked over the edge of a five-story building, and your story will be over.

Must Be Stupid (200CP, Discount for Drop-in): Somehow, the guards and quacks in this looney bin never catch on to the fact that you might just be homicidal, and not to be trusted. Instead of sending a full guard of SWAT officers, they would send one guard and a doctor to escort you to your cell.

The Gang That Sticks Together (400CP, Discount for Drop-In): For some reason, people seem to be really, absurdly loyal to you. You can chew them out for failing, kill a couple for failing, hell, even torture them, and they’ll stick with you, though they may be a bit more afraid of you than before.

Insane planning (600CP, Discount for Drop-In): You’re either insane, a genius, or maybe both. You can make plans that even the so called “world’s greatest detective” would have a hard time figuring out before it’s too late. You could arrange for the burning of a prison holding hundreds

of your guys so that they would be moved, have a minion infiltrate the operations center of the facility, and hire another super-villain to crack the IT systems open, without being detected.

### **Bat Family**

It's Me, Remember? (100CP, Free for Bat Family): You know how to keep projects and operations secret. You could build an (admittedly small) hi-tech base underneath an insane asylum without anyone being the wiser. Looks like you've at least inherited Batman's ability to keep things secret.

World's Greatest Detective (200CP, Discount for Bat Family): You a fan of Holmes? Poirot? You must be, because now you're a pretty great detective yourself. You pick up the slightest details about your environment, and are able to connect clues together nearly instantaneously. With this, you might just become the equal to Batman as a detective.

Enough To Kill 10 Men (400CP, Discount Bat Family): You possess a determination rivaled only by Batman himself. You possess the will to keep your sanity even after you've been injected with a drug that turns its users into ten-feet tall raving lunatics, and to keep going after being injected with enough Fear Gas to kill 10 men. Suffice to say, its going to take a lot to put you down and keep you there.

Martial Arts Grandmaster (600CP, Discount for Bat Family): You possess an intense and crushing mastery of martial arts. In fights, you have to actively hold back to keep from killing people. You know just what spots to target to break bones, and where to punch to incapacitate someone. With just this, you could go up against some of the strongest superhumans and have good odds of winning.

### **Supervillain**

Calculating like a Shark (100CP, Free for Supervillain): Were you an investor before you wound up in Arkham? You have a head for numbers, able to quickly calculate cash and revenue you earn from businesses. You also have a knack for hiding the theft of money. You could steal millions out of people's pensions before they catch on.

Squeaks (200CP, Discount for Supervillain): Is your spirit animal a rat or something? You now have the ability to communicate with and control vermin to do your bidding. You can train them to do many things, such as bring you small items to sell on the Asylums black market.

Techie (400CP, Discount for Supervillain): What sorta school did you go to?! Must have been Harvard or something, because you know how to make really advanced technology. You can make anything from security gates that fry anyone who gets too close to code-breaking machines that can hack almost anything.

Crocodillian (600CP, Discount for Supervillain): Age is the great destroyer of most, but not you. In fact, it seems to be the opposite for you. It seems like the older you get, the bigger, stronger and tougher you get.

Initially, you won't be all that, but given, say, a year, and you'll be able to shrug off small-arms fire and plow through walls. Still, that's only after a year, and you'll still be very vulnerable to things like electric shocks, rocket launchers, and tanks. Also comes with a slowly expanding green skin condition that appears to resemble the scales of a crocodile.

## Items

Nifty Suit (100CP, Free for Drop-In): Opening a couple boxes you found sitting next to you reveals a nifty pinstriped suit and a set of shoes. No matter what happens, they never seem to stain, and any tears shortly repair themselves. Comes in a colour of your choice. You may import a suit you already own.

Box of Gags (200CP, Discount for Drop-In): A large box shaped like a present. Opening it reveals all manner of gags, and most of them lethal. Everything from chattering teeth that explode, to carnations that squirt acid. Be careful using these, don't want to turn a fun party exceedingly lethal, do we?

Remote of Opening (400CP, Discount for Drop-In): A small remote with a large red button. Aiming the remote at the nearest building or vehicle and pressing the button hands over the controls for the security to you. As you attempt to use it on anything more advanced than something from the 21st century, the remote has an increasingly more difficult time taking hold of the security, with something the level of, say, Star Wars being downright impossible.

TITAN (600CP, Discount for Drop-In): A Venom-derived formula developed by Dr. Young. TITAN does not require the bulky equipment wielded by Bane, and appears to enhance the user's strength and durability to an even greater degree, but has a tendency to mutate the user into a hulking abomination and cause madness.

While the user will revert back to their normal form after a while, and the madness will likewise disappear, the transformation has lasting negative health effects. Perhaps you can find some way to stabilise the formula?

## Bat Family

Belt O' Tools (100CP, Free for Bat Family): Batman graciously seems to have loaned you a belt containing the tools that he'll be using for this adventure. This includes stuff like remotely applied explosives gel capable of bringing down walls (though never seems to kill when blown up near someone's feet), to a cryptographic sequencer able to track signals, hack terminals, and listen to live radio broadcasts. ...How did he know you'd be needing this stuff?

Animal Suit (200CP, Discount for Bat Family): A hightech set of body armor themed after an animal of your choice. The head piece contains advanced electronics equipment that scans the environment for information and clues relevant to the situation.

It can pick up anything from gaseous alcohol molecules that'll lead you to a crooked guard, to traces of tobacco on the ground to lead you to a hostage. You may also import a set of armor you already own to gain these qualities.

Bat Wing (400CP, Discount for Bat Family): Hmm, seems like you've picked up one of Batman's spare vehicles. The Batwing is a supersonic aircraft faster than many jet fighters, possess advanced stealth systems that make it invisible to radar, and can be operated remotely, or operate autonomously.

Bat Cave (600CP, Discount for Bat Family): A series of platforms and bridges situated within a small cave. Contains a computer with immense analytical abilities, a landing platform for any aerial vehicles you have, and some workshops for working on gadgets and gizmos. After the jump this can either be attached to the warehouse, or will appear somewhere nearby.

## **Supervillain**

Wooden Puppet (100CP, Free for Supervillain): Did you steal this from the Warden's office or something? This is the puppet known as Scarface, which was whittled from a tree which 303 prisoners were hung by. This prisoner was murdered by Arnold Wesker, allegedly because he heard the puppet calling to him. Wesker took the puppet, and the two went on to commit many crimes.

Wesker said that the puppet forced him to commit these crimes, but nobody ever believed him, of course. This doesn't seem to be the case for you though. You can commit most any crime, blame it on the puppet, and people will believe you. However, the more crimes you commit, the less believable it gets, and if you commit too heinous a crime, you might just be imprisoned, or even killed, anyway. You should also be careful with the puppet itself. I swear I've seen the thing move sometimes...

Mothy (200CP, Discount for Supervillain): Did Killer Moth leave his gear behind or something when he broke out? Anyways, you now have most of Killer Moths equipment, most important of which is his cocoon gun. The cocoon gun shoots an adhesive goo, capable of imprisoning weaker superhumans, and seriously hampering the stronger ones.

Shocker (400CP, Discount for Supervillain): Why did Arkham Security just leave this lying around!? Well, their incompetence is your gain. This is the "lightning bolt" once used by Maxie Zeus to zap people to death. The thing is capable of outputting millions of volts, so be careful when you use it.

**Fear Gas (600CP, Discount for Supervillain):** Did you steal this from Scarecrow's little war room underneath the elevators? Anyhow, you seem to have acquired the fear gas he uses during the events at Arkham Island to mess with Batman and the staff and inmates.

Since this stuff is capable of driving someone like the Batman to near incapacitating hallucinations, it's safe to say that most people will simply fall outright to its effects, leaving you free to do whatever you want. Comes with a gas mask to keep you from suffering its effects.

### **Companions**

**Import (50CP):** Every 50CP spent here will allow you to import one companion, or create a new one. They get 600CP, a free Origin, and any associated freebies and discounts.

**Canon Companion (200CP):** Perhaps you would like to investigate further mysteries with Batman? Construct more death traps with the Riddler? Cause chaos and havoc with the Joker? Or perhaps entertain the lovely Ms. Quinn? Whatever the case, by purchasing this, you'll be given several opportunities to convince them to come along with you in your adventures.

**Mannequin (Free):** Situated within an entirely walled off section of the warehouse, (don't worry, you somehow retain the same amount of space as before) a mannequin can be seen sitting on a stool. Whenever you glance away and return, it seems to have shifted into a different position/pose. Someone seems to have replaced its head with an old TV, from which emits the visage of the Joker. Whenever you return from a mission, or generally whenever you stop in, it insults you or offers "witty" commentary about the situation.

### **Drawbacks**

**Riddler'ed (+100CP):** Do you fancy yourself smarter or more clever than the great Riddler? Well, he certainly thinks you do, and he's challenged you to a game of wits. You must solve his riddles and collect trinkets, each of which have been created and placed to strain your skills and powers to their utmost. On the bright side, doing this will give you various interesting tidbits about the world. If you choose to keep this after this jump, it converts into a perk.

**Sensory Loss (+100CP):** You like those sensory abilities? I suspect you won't if you take this. For the duration of this jump, your sensory abilities are locked into a different mode, which when turned on makes everything look drab and unappealing. Have fun.

**Rails (+200CP):** This journey is firmly set on the rails. No matter what you do, things work out the same way they did in the game. Dr. Young dies when the safe explodes, Joker becomes infected with Titan, Quincy sharp becomes mayor, etc.

Psycopath (+200CP): Maybe you fit in more with the inmates than you would like to think? For the rest of the jump, you take a sick, almost perverse delight in inflicting harm upon people. Be careful not to go to far though, lest they die.

Seductive Ivy (+400CP): Aw, isn't Poison Ivy simply the greatest? Her attempts to save the environment, her personality, her intelligence....She's just the best, and you're totally not saying this because she's brainwashed you with pheromones are anything. You'd be willing to do anything for her, even fight the Batman.

High Fear (+400CP): Well, it seems like somehow you got a whiff of some specialized version of the Scarecrow's Fear Gas. For the rest of the jump, you'll have to deal with constant debilitating hallucinations that blur the line between reality and your fears, and give some enterprising thug the opportunity to sneak up and kill you.

Tick-Tock Croc (+600CP): ...Woops, you seem to be trapped in one of the more dilapidated sections of the Asylum. What's worse, is that this section appears to be the one that Killer Croc is housed in. Y'know, Killer Croc, the man who Batman, who is unafraid to tangle with the likes of Bane and Solomon Grundy, decides the better course of action is to run away from? Suffice to say that you should probably find a way out as soon as possible

Laughing Mad (+600CP): Something you did seems to have upset the Joker, and now he's hungry for blood. He'll devote all his resources to your destruction, which includes anything from hundreds of mooks, to TITAN-enhanced henchmen, to even, later on, any supervillains remaining on the island.

## Outro

Stay: ...Are you really sure you want to stay here? It's understandable. This world needs a few more heroes, willing to fight the supervillains. Time resumes on the world's you've been to, and matter in your homeworld are resolved.

Go Home: You sure you want to end this journey already? Ok. You go back home, with all items, abilities, and companions. Time restarts in the worlds you've been to, and any problems are resolved.

Continue on: You can't stay here, or at least not yet. There's so many other worlds to help conquer visit, and people to see. You depart from this world with any perks, items, and abilities you've acquired.

## Notes

1. Crocodilian:
  - a. Works on fiat age.

- b. It does not work retroactively.
- c. It is not affected by the age of Origins or other perks.

2. Mannequin does not take up a companion slot.